

DUO REGNA

A game by Reiner Knizia
(standard deck port and retheme by Vitor Gatti)

Two kingdoms are vying for the conquest of mighty dragons. It's up to you to summon your kingdom members to capture them. Bring the most dragons to your lands and claim the glory and honor of a victor.

HOW TO PLAY

Duo Regna is a trick-taking card game for two players. Each player has a hand of nine cards representing his kingdom's army. In each round, players will choose a card from their hands and reveal them at the same time. The player with the card of greater value (observing the card's special abilities) wins the round and moves the dragon one step closer to their kingdom. The player who captures three dragons wins the game.

The card rank is: **A, J (1), 2, 3, 4, 5, 6, Q (7), K (7).**

Obs.: The Jack was used to represent the Joker for the convenience of having the letter J on it, because the actual joker cards are used to represent kingdom cards.

The cards with special abilities are:

A (The Shield): when the shield is played, the result of the match is a draw, no matter which card the opponent played.

J (The Joker): only the joker wins against Q and K.

5 (The Priest): when the priest is played the card of smaller value wins the match.

SETUP

Pick the cards mentioned above from a red suit and from a black suit. I recommend the card 5 (The Priest) to be of a different suit of the same color. Use the jokers cards to represent the kingdoms. Assign each Joker to a player and arrange them horizontally side by side. Then pick any card that is not being used in the game and place it face down between the kingdoms, as the example below. Those face-down cards represents the dragons.

|KINGDOM A | |KINGDOM B|
|DRAGON|

Then the game begins. Each player select a card from their hands and place it face down on the table, then they reveal them at the same time and compare the results. The winner of the round moves the dragon one step closer to their kingdom (see the section below). The played cards goes to the discard pile. When the players runs out of cards, they simply pick their own discard piles and continue to play.

CAPTURING THE DRAGON

The dragon card has an initial position and two positions to be moved for each side, working like a tug of war. Consider the positions to be [2, 1, 0, 1, 2], being 0 the center, the initial position, and 2 the final position, in which the dragon is captured.

For example, suppose the Player B wins the first round, the dragon will be moved towards his kingdom, to position 1, like this:

|KINGDOM A | |KINGDOM B|
|DRAGON|

But, if in the next round the Player A wins, he moves the dragon one step closer to him, returning the dragon to the center, position 0.

|KINGDOM A | |KINGDOM B|
|DRAGON|

Then the game proceeds. Suppose Player B wins the round, then he moves the dragon one step towards his kingdom, again to position 1.

|KINGDOM A | |KINGDOM B|
|DRAGON|

Suppose Player B wins again, the dragon moves one more step, to position 2, and is captured. The captured dragon card is placed aside and a new dragon card is placed in position 0.

RETHEME: GLADIATOR

Instead of reigns fighting to capture dragons, in this scenario each player assumes the role of a gladiator in a deadly combat. Each card in their hands represents an attack or move they can perform; Aces are blocks, Qs and Ks are heavy blows, and Js and 5s are surprise attacks. Dragon cards are renamed to tension cards, and the way points are scored is inverted: your goal is to push the tension against the opponent. So, when you win a round, you move the tension card towards your opponent side, respecting the same positions as above, and when the tension is totally pushed against a player, that player receives a wound. The gladiator with 3 wounds loses the game.